

**Amendment to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application. Added material is shown underlined and deleted material is crossed out, to show the changes made.

1. (Currently Amended) A board game comprising:
  - a. a plurality of game pieces comprising:
    - i. a plurality of first game pieces designated by a first type, wherein each one of the plurality of first game pieces comprises one-quarter of a pyramid including two flat vertical upstanding faces and two flat sloped sides, further each having at least one upstanding face, wherein each one of the first game pieces is configured to come in face to face contact with at least one of the other first game pieces to form new game piece structures;
    - ii. a plurality of second game pieces designated by a second type;
    - iii. a plurality of third game pieces designated by a third type;
    - iv. a plurality of fourth game pieces designated by a fourth type;
    - v. a plurality of fifth game pieces designated by a fifth type;
    - vi. a plurality of sixth game pieces designated by a sixth type, wherein a first one of the sixth game pieces is designated by a first color and associated with each one of the plurality of second game pieces, a second one of the sixth game pieces is designated by a second color and associated with each one of the plurality of third game pieces, a third one of the sixth game pieces is designated by a third color and associated with each one of the plurality of fourth game pieces, and a fourth one of the sixth game pieces is designated by a fourth color and associated with each one of the plurality of fifth game pieces; and
    - vii. a seventh game piece designated by a seventh type; and
  - b. a game board comprising an inner play area and an outer play area positioned around

the inner play area.

2. (Previously Presented) The board game of claim 1 wherein each type of game piece is designated by a specific shape.
3. (Previously Presented) The board game of claim 1 wherein the game board comprises a grid of squares configured as a square array.
4. (Previously Presented) The board game of claim 3 wherein the outer play area comprises an outer perimeter of squares and the inner play area comprises a remainder of the squares inside the outer perimeter of squares.
5. (Previously Presented) The board game of claim 1 further comprising a randomizing means to determine movement of the plurality of game pieces.
6. (Previously Presented) The board game of claim 2 wherein the plurality of second game pieces is designated as a first type of tree, the plurality of third game pieces is designated as a second type of tree, the plurality of fourth game pieces is designated as a third type of tree, and the plurality of fourth game pieces is designated as a fourth type of tree.
7. (Previously Presented) A board game comprising:
  - a. a game board configured as a grid, the grid comprising:
    - i. an inner play area comprising an inner portion of the grid; and
    - ii. an outer play area comprising an outer portion of the grid; and
  - b. a plurality of game pieces comprising:
    - i. a plurality of first game pieces designated by a first type each having at least one

upstanding face including a protrusion extending from the upstanding face or an indentation into the upstanding face, wherein each one of the first game pieces is configured to come in face to face contact with at least one of the other first game pieces to form new game piece structures, further wherein the indentation from the upstanding face of one first game piece is configured to receive the protrusion from the upstanding face of the other first game piece, thereby interlocking the first game pieces;

- ii. a plurality of second game pieces designated by a second type;
- iii. a plurality of third game pieces designated by a third type;
- iv. a plurality of fourth game pieces designated by a fourth type;
- v. a plurality of fifth game pieces designated by a fifth type; and
- vi. a plurality of sixth game pieces designated by a sixth type, wherein a first one of the sixth game pieces is associated with each one of the plurality of second game pieces, a second one of the sixth game pieces is associated with each one of the plurality of third game pieces, a third one of the sixth game pieces is associated with each one of the plurality of fourth game pieces, and a fourth one of the sixth game pieces is associated with each one of the plurality of fifth game pieces.

8. (Previously Presented) The board game of claim 7 wherein each type of game piece is designated by a specific shape.

9. (Previously Presented) The board game of claim 7 wherein the grid comprises an 8x8 array of squares, the inner play area comprises an inner 6x6 array of the squares, and the outer play area comprises an outer perimeter of squares surrounding the inner 6x6 array.

10. (Previously Presented) The board game of claim 7 further comprising randomizing means to determine movement of the plurality of game pieces.
11. (Previously Presented) The board game of claim 8 wherein the plurality of second game pieces is designated as a first type of tree, the plurality of third game pieces is designated as a second type of tree, the plurality of fourth game pieces is designated as a third type of tree, and the plurality of fourth game pieces is designated as a fourth type of tree.
12. (Previously Presented) The board game of claim 7 wherein the first one of the sixth set is designated by a first color, the second one of the sixth set is designated by a second color, the third one of the sixth set is designated by a third color, and the fourth one of the sixth set is designated by a fourth color.
- 13-32. (Canceled)
33. (Previously Presented) The board game of claim 2, wherein each one of the plurality of first game pieces comprises one-quarter of a pyramid including two flat vertical sides and two flat sloped sides.
34. (Previously Presented) The board game of claim 7, wherein each one of the plurality of first game pieces comprises one-quarter of a pyramid including two flat vertical sides and two flat sloped sides.
35. (Previously Presented) A board game comprising:
- a. a game board configured as a grid including a plurality of squares, the grid comprising:
    - i. an inner play area comprising an inner portion of the grid; and

- ii. an outer play area comprising an outer portion of the grid; and
  - b. a plurality of game pieces comprising:
    - i. a plurality of first game pieces designated by a first type each having two upstanding faces, each face having a full-height of the first game piece, wherein each one of the first game pieces is configured to come in face to face contact with at least one of the other first game pieces to form new game piece structures, further wherein when two or more first game pieces are in face to face contact the resulting new game piece structure has a dimension that is longer than a square on the grid;
    - ii. a plurality of second game pieces designated by a second type;
    - iii. a plurality of third game pieces designated by a third type;
    - iv. a plurality of fourth game pieces designated by a fourth type;
    - v. a plurality of fifth game pieces designated by a fifth type; and
    - vi. a plurality of sixth game pieces designated by a sixth type, wherein a first one of the sixth game pieces is associated with each one of the plurality of second game pieces, a second one of the sixth game pieces is associated with each one of the plurality of third game pieces, a third one of the sixth game pieces is associated with each one of the plurality of fourth game pieces, and a fourth one of the sixth game pieces is associated with each one of the plurality of fifth game pieces.
36. (Previously Presented) The board game of claim 35 wherein each type of game piece is designated by a specific shape.
37. (Previously Presented) The board game of claim 35 wherein the grid comprises an 8x8 array of squares, the inner play area comprises an inner 6x6 array of the squares, and the outer play

area comprises an outer perimeter of squares surrounding the inner 6x6 array.

38. (Previously Presented) The board game of claim 35 further comprising randomizing means to determine movement of the plurality of game pieces.
39. (Previously Presented) The board game of claim 35 wherein the plurality of second game pieces is designated as a first type of tree, the plurality of third game pieces is designated as a second type of tree, the plurality of fourth game pieces is designated as a third type of tree, and the plurality of fourth game pieces is designated as a fourth type of tree.
40. (Previously Presented) The board game of claim 35 wherein the first one of the sixth set is designated by a first color, the second one of the sixth set is designated by a second color, the third one of the sixth set is designated by a third color, and the fourth one of the sixth set is designated by a fourth color.
41. (Previously Presented) The board game of claim 35, wherein each one of the plurality of first game pieces comprises one-quarter of a pyramid including two flat vertical upstanding faces and two flat sloped sides.